4 FOUR PLAYER GAME

ASMIK Corporation of America

CHRIS EVERT & IVAN LENDL IN TOP PLAYERS' TENNIS™

MANUAL

NES-W1-USA★

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Asmik Corporation of America
444 South Flower Suite 1600
Los Angeles, CA 90071-2975

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Precaution/Contents

Thank you for selecting Asmik Top Players' Tennis Game Pak. Please read this instruction booklet carefully to ensure proper handling of your new game.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

Precautions

1. This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

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IVAN LENDL-Profile

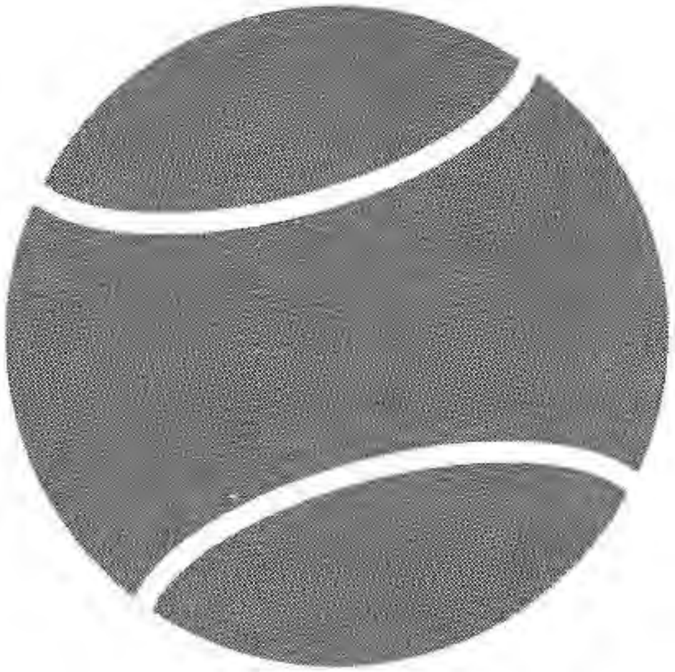
Place of Birth:
Czechoslovakia
Date of Birth:
March 3, 1960
Home:
Greenwich, Connecticut
Ht: 6'3" **Wt:** 175 lbs.
Ranking 1988: #2
Major Wins:
1987-French Open,
U.S. Open
1988-Australian Open

CHRIS EVERT-Profile

Place of Birth:
Fort Lauderdale, Florida
Date of Birth:
December 21, 1954
Home:
Boca Raton, Florida
Ht: 5'6" **Wt:** 125 lbs.
Ranking 1988: #3
Major Wins:
1985-French Open,
1986-French Open

About the Game

Play the game of your dreams! You can become Ivan Lendl or Chris Evert, and you'll feel all the action of the courts as you face world-class opponents on your way to the "Grand Slam". But first you have to play the Asmik Open to qualify to play in the four following major tournaments: The Australian Open, The French Open, Wimbledon, and The U.S. Open. Play singles against a friend or with the computer; or doubles with Lendl or Evert to beat the computer. Play with up to four friends at once!



Top Players' Tennis gives you total command of the ball. Hit a passing shot cross court or down the line; play deep from the baseline; serve and volley; play a perfect drop shot; or take the game with an overhead smash. You set the speed of the serve and the spin on the ball, giving it a top spin, slice, drop shot or side spin-just like the pros. When you're ready, you can hit a "Miracle Shot", which is a super shot you have to see to believe.

While you play, Evert and Lendl are by your side with advice at the touch of a button. They'll give you tips to beat your opponent and cheer you to victory. You can personally develop your own player. As you improve, your player's profile improves too. At the start, you'll have points to allocate among strengths like speed, stamina, strength, agility, concentration and technique. The more you win the more points you get, making you a player that can really ace a serve! So put yourself on the court with a pro. With Top Players' Tennis, the only thing between you and the Grand Slam is...you!

RULES OF TENNIS

Scoring

One game consists of four points: the first point is 15 the second is 30, the third is 40 and the fourth is the "game". The first player to make the four points wins the game. If each side is tied at 3 points, the score is called "deuce". In this case, a side must earn two consecutive points to win.

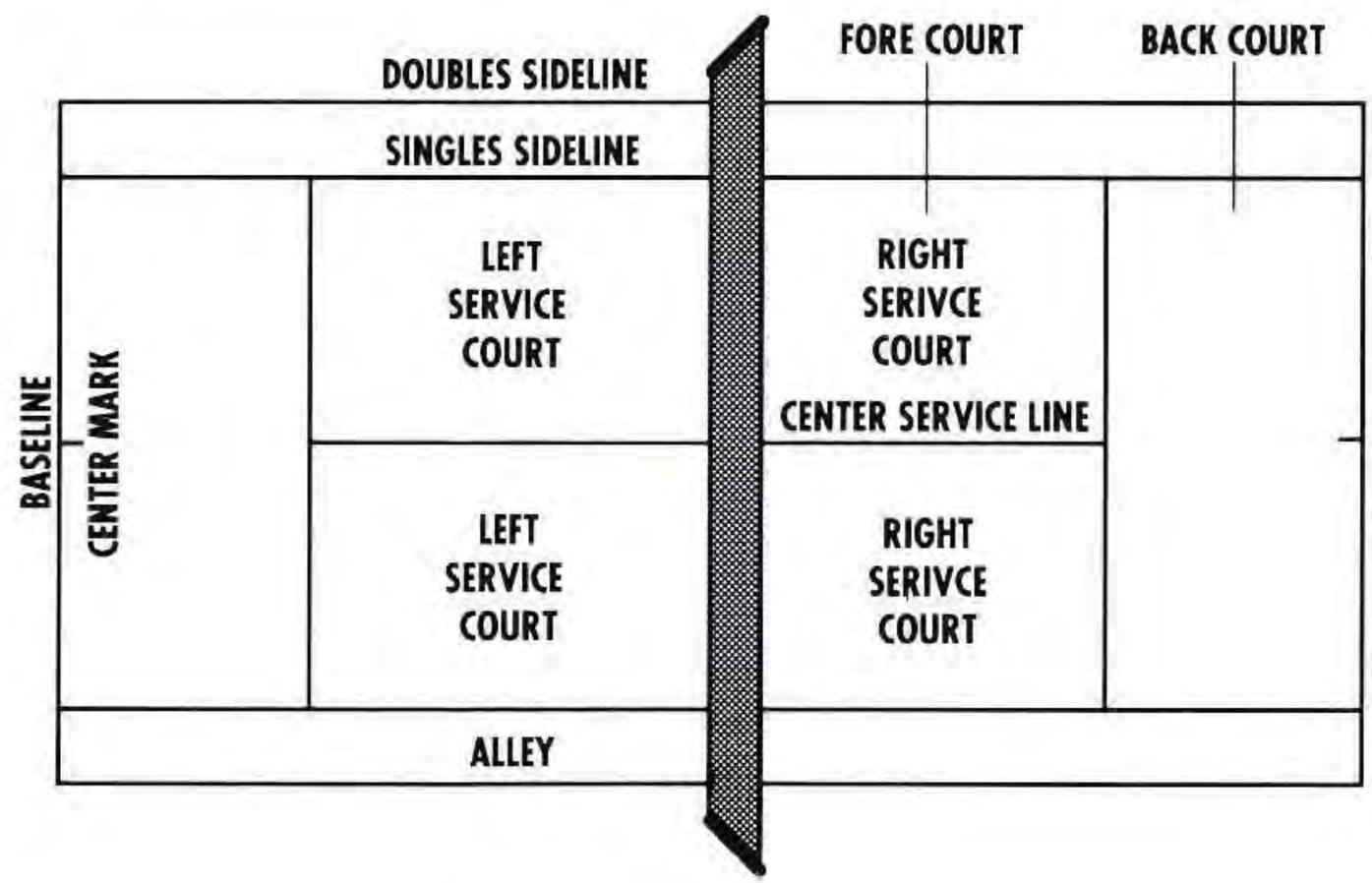
POINT	SCORE	CALL
0	0	LOVE
1	15	FIFTEEN
2	30	THIRTY
3	40	FORTY
4		GAME

One set consists of six games. The player to win the first six games and leads by at least two games wins the set. If each side is tied at 6 games each (6-6), then a tie break is held. In this case, the first side to reach seven points with a two-point advantage wins the game.

The match consists of 3 sets. Normally a men's match consists of 5 sets, but this has been shortened to speed up play. The first side to win two games first wins the match.

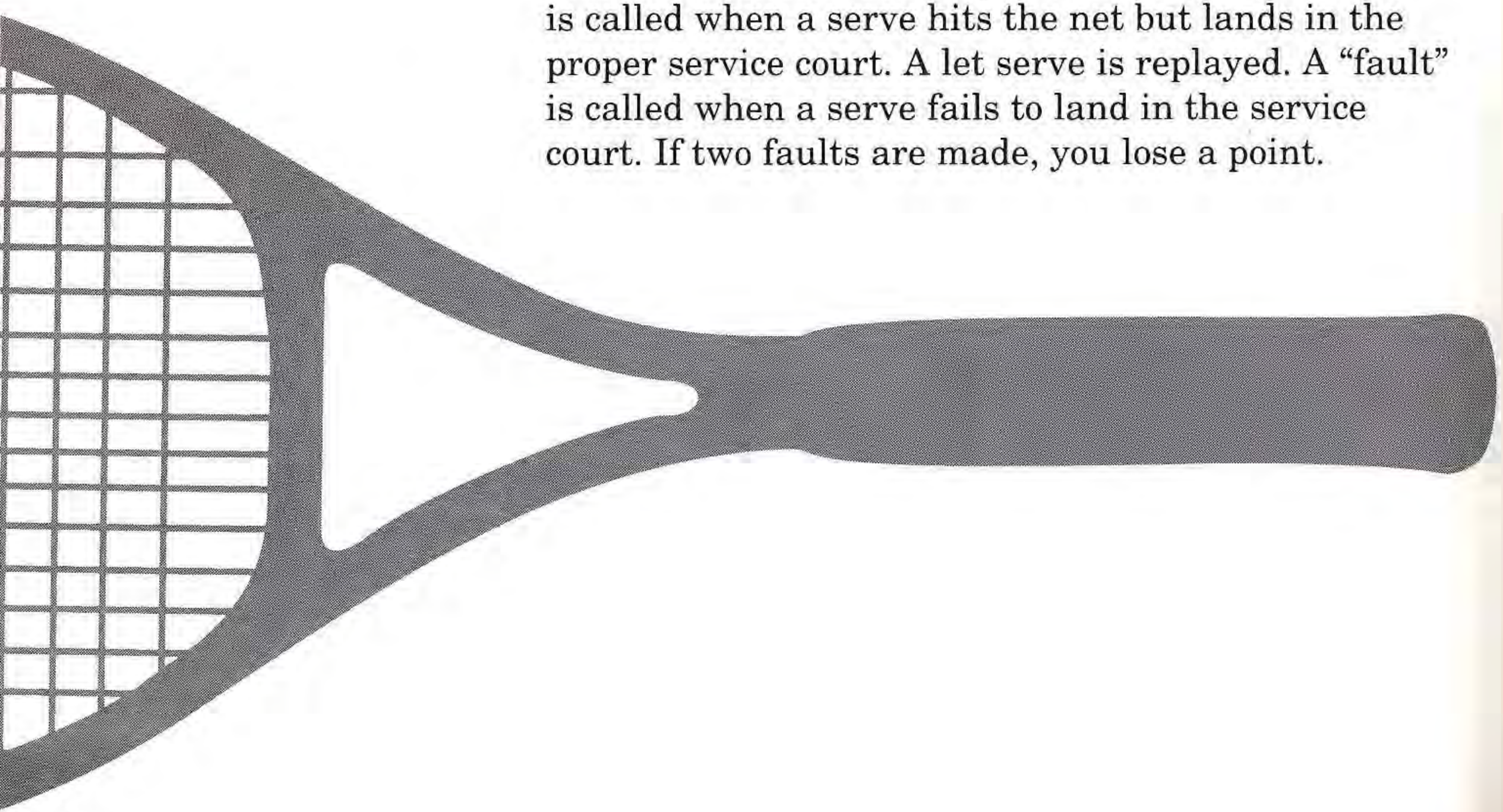
Serving

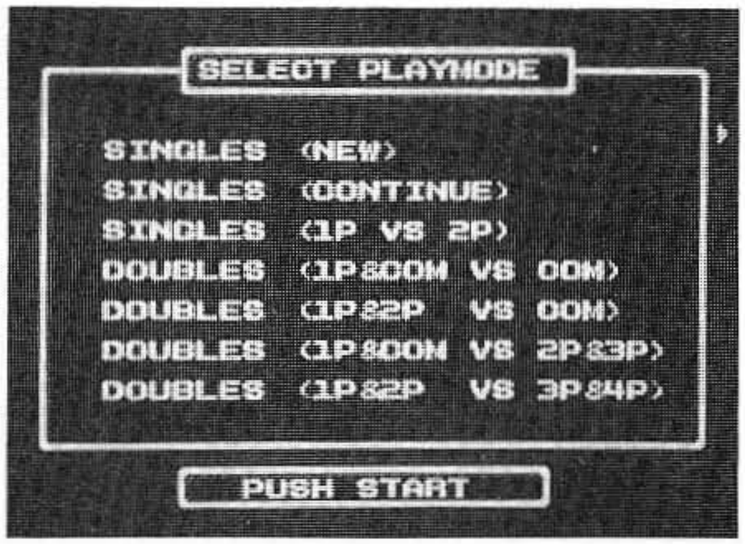
When serving, the server stands alternately behind the right and left courts, beginning from the right in every game. The ball must pass over the net and land in the service court diagonally opposite.



Calls

Line balls are good. The call "out" is made when the ball lands outside the proper boundary lines. A "let" is called when a serve hits the net but lands in the proper service court. A let serve is replayed. A "fault" is called when a serve fails to land in the service court. If two faults are made, you lose a point.

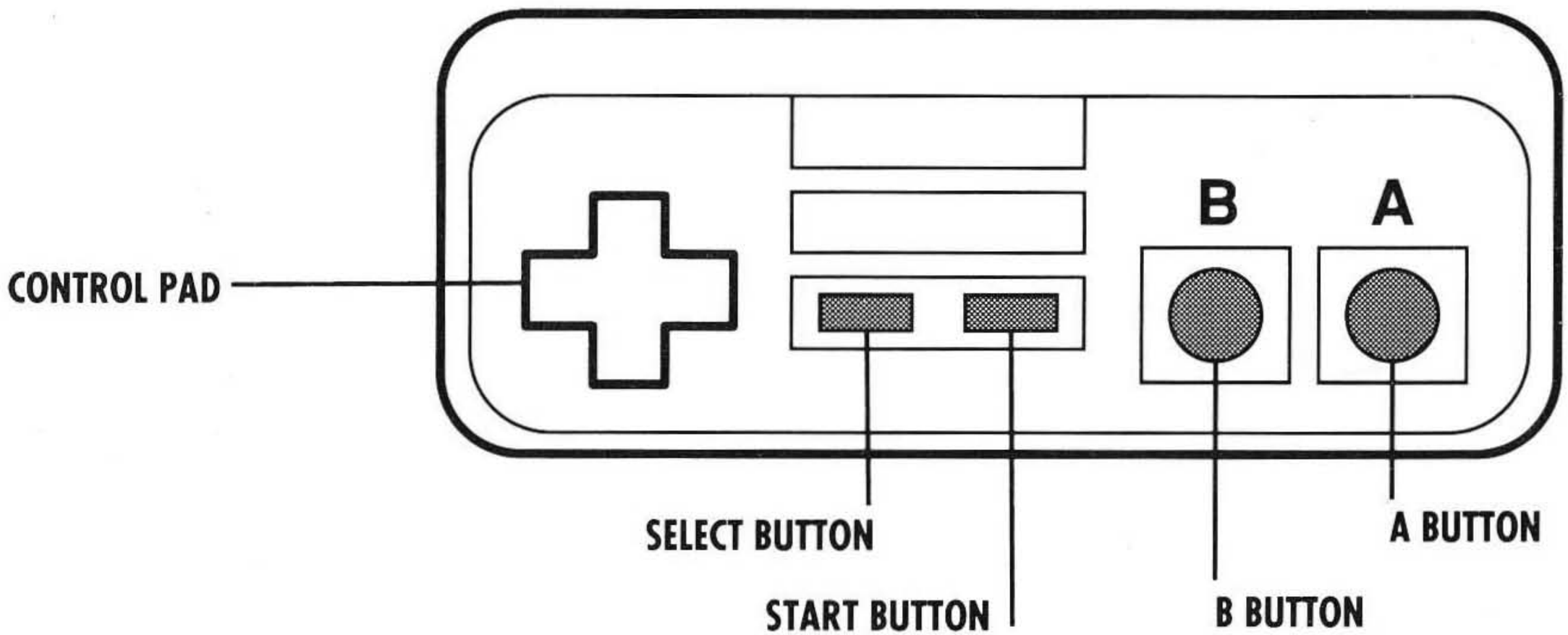




GETTING STARTED

First select the desired play mode.
Press Start during the opening screen, and use the Control Pad and Start to select.

Singles (New)
Singles (Continue)
Doubles (1P)
Doubles (2P)
Doubles (3P)
Doubles (4P)
VS Play



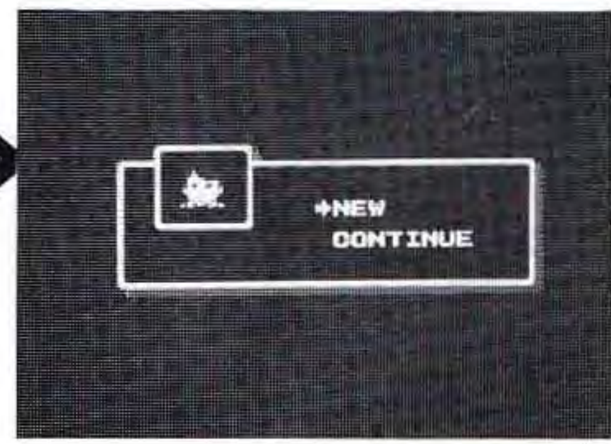
The Singles Mode-(New & Continue)

First select a player of your choice.
Use the Control Pad and the A Button to select. Press A to continue.

Lendl
Evert
Girl
Boy

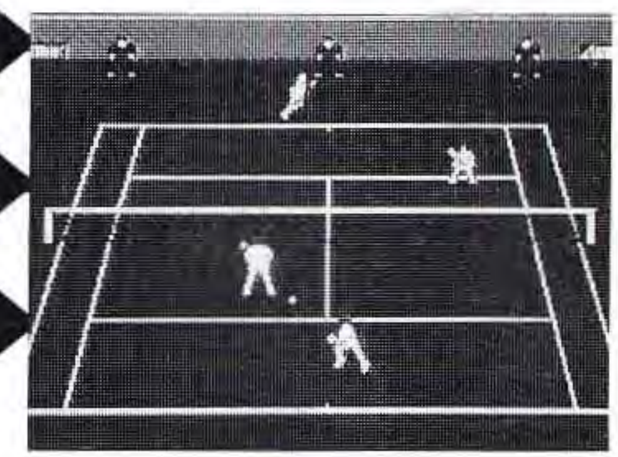
If you chose Boy or Girl, choose either New or Continue.
If New, give him or her a name.
Use the Control Pad and button to select the letters. Use the B button to erase. Press A to continue.

After naming your player, allocate your power points.
See page 19 for details.
Use the Control Pad and the A button to select. Use the B button to erase.



Press Continue if you want to use the player you have been developing.
See page 19 for details.
Copy the entire set of letters displayed in the Password menu which may be accessed during singles play. Use the Control Pad and the A button to select. Use the B button to change. Press A to continue.

Before the game starts, the screen will display the place of the match, the tournament bracket, your opponent's statistics, the scoreboard and the play court.

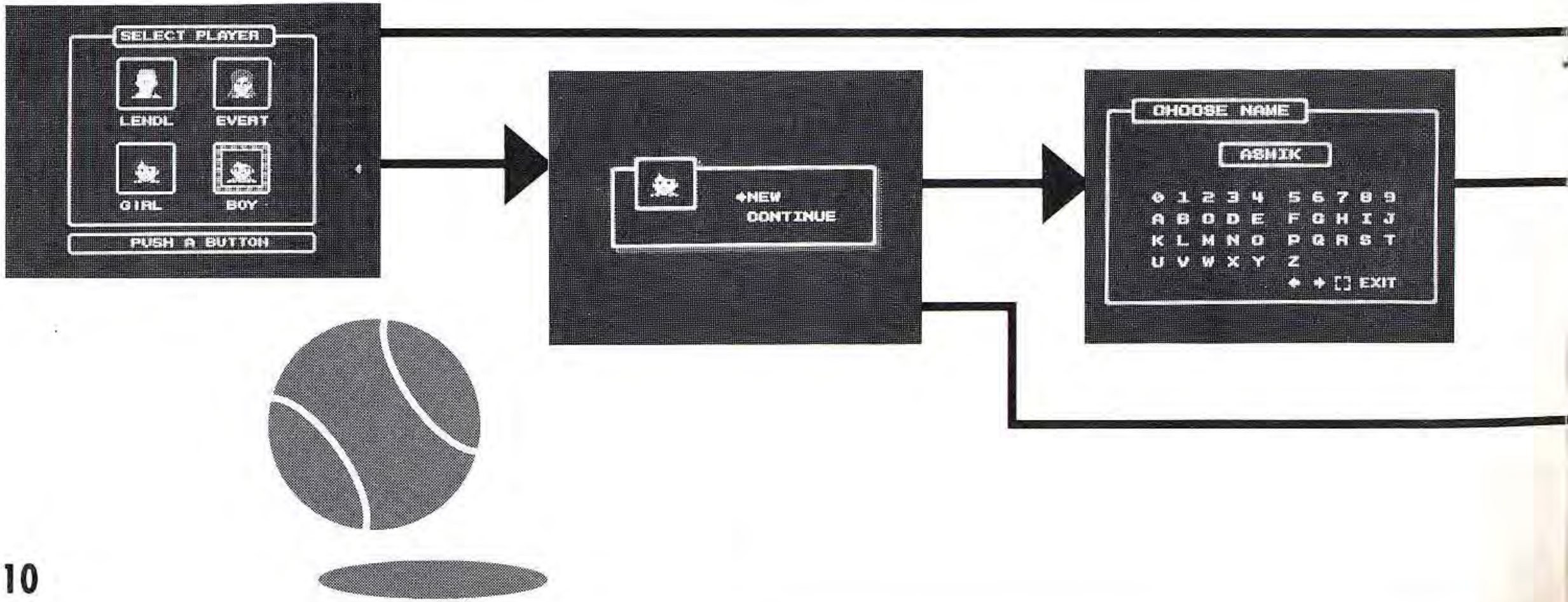


Doubles Mode (1-4 Players)

Select a player of your choice.
See Singles Mode for details. For the 1P Doubles Mode, the computer will play along with you.

If you chose Boy or Girl, choose either New or Continue.
If you chose New, choose a name for Boy or Girl.
See Singles Mode for details.

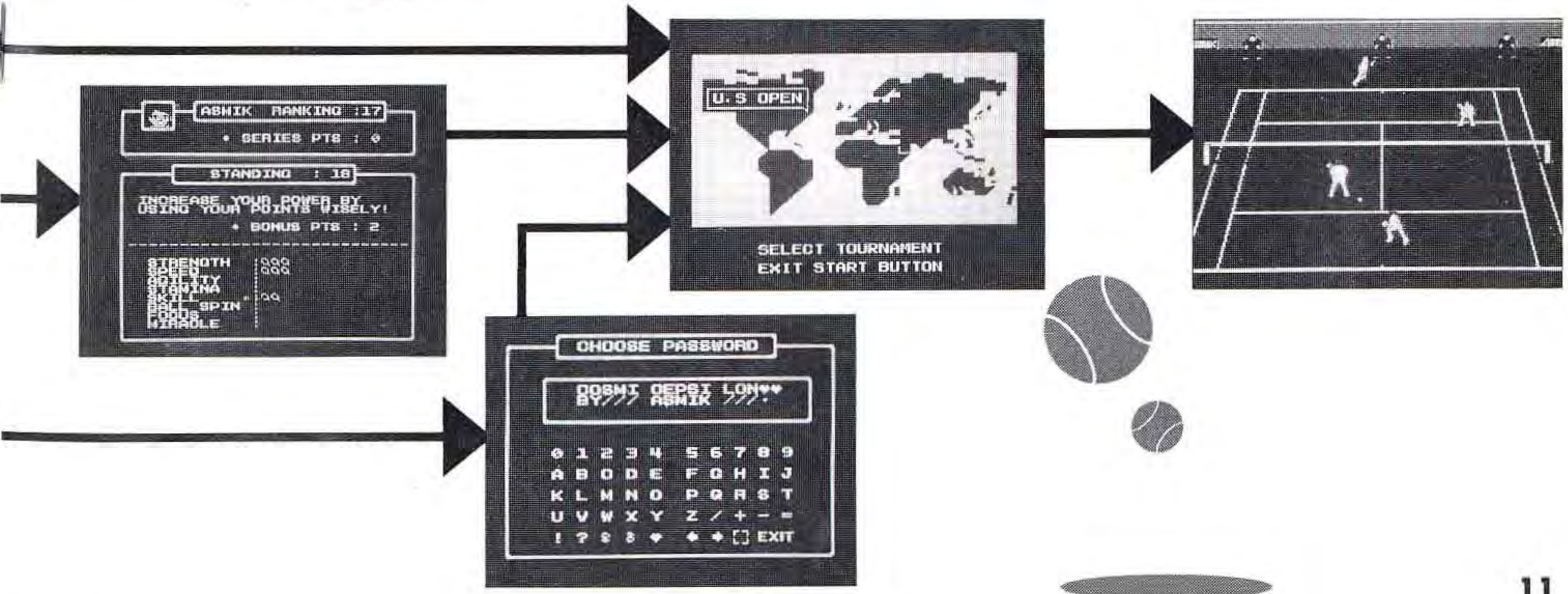
After naming your player, allocate your power points.
See Singles Mode and page 19 for details.



If you chose Continue, Insert your password.
See Singles Mode for details.

Select Tournament Site
Use the Select and Start buttons to select:
Australian Open
French Open
Wimbledon
U.S. Open

Before the game starts, the screen will display the place of the match, the tournament bracket, your opponent's statistics, the scoreboard, and the play court.



Versus Mode (Singles Only)

Select a player of your choice.
See Singles Mode for details.

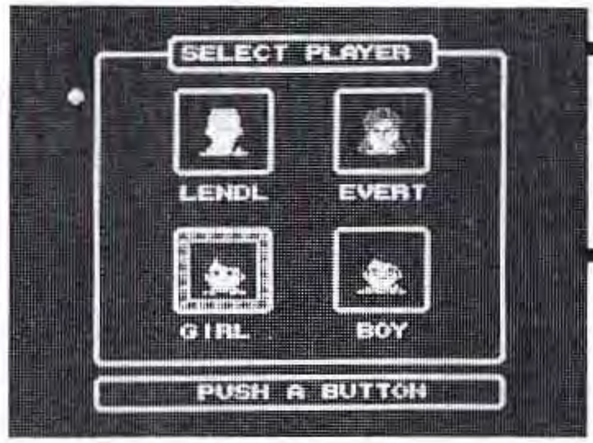
If you chose Boy or Girl, choose between New or Continue.

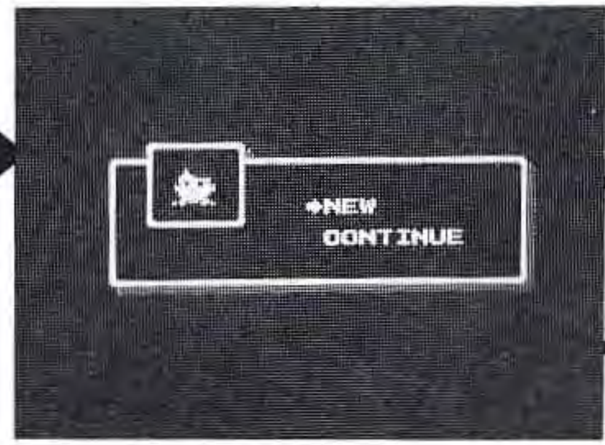
If you chose New, choose a name for Boy or Girl. See Singles Mode for details.

After naming your player, allocate your power points.

See Singles Mode page 8 for details.

If you chose Continue, insert your password.
See Singles Mode for details.



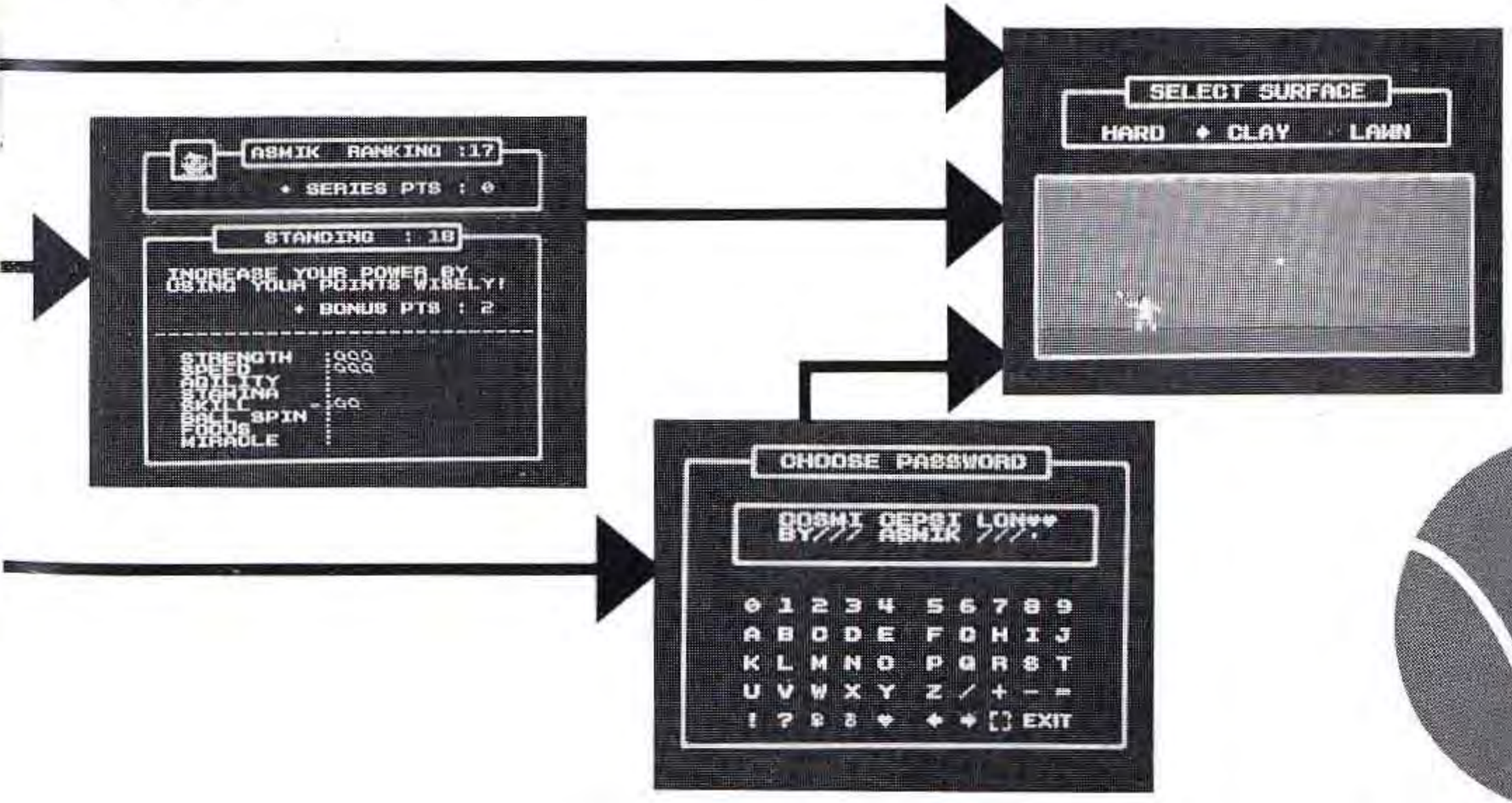


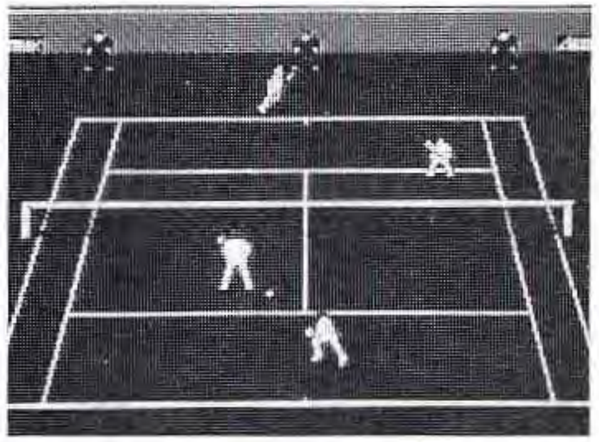
Select Court Surface
Use Select button to select. Press Start to continue.

Hard -high bounce, maintains ball speed, advantage for net players.

Clay -low bounce, reduces ball speed, disadvantage for net players.
Grass-low bounce, maintains ball speed, advantage for net players.

Before the game starts, the screen will display the following: your opponents statistics, the scoreboard, and the play court.





HOW TO PLAY

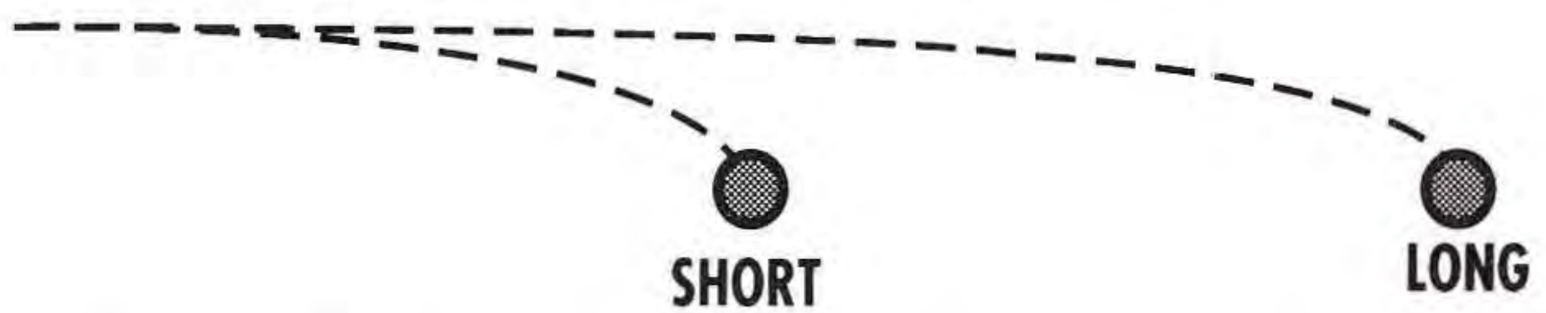
Using The Controller

✚ BUTTON	A BUTTON	B BUTTON	A + B
Move Player	Toss, Fast Serve	Toss, Slow Serve	Jump, Miracle Speed
	Ground Stroke Volley, Smash	Lob	

Controlling the speed of your serve.
Press the A or B button to toss the ball up into the air, then press the A button for a fast serve, or the B button for a slow serve.

Controlling the strength of your Ground Strokes.

The amount of time spent pressing the A button will determine the amount of strength in the shot. The longer you press, the farther the ball will fly, and vice versa.

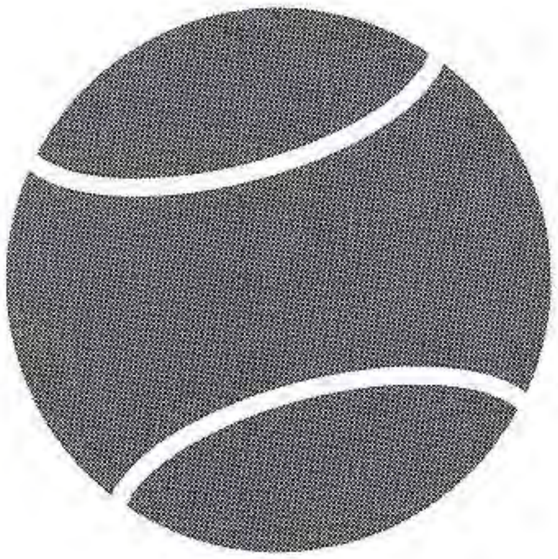


Controlling the direction of your Ground Strokes.

During a forehand shot, if the ball is struck in front of the body the ball will go to the left. If the ball is struck from behind the body it will go to the right, but if it is hit late it will fly into the net. Also, if you hit the ball close to the body it will fly to the left, and if you hit the ball away from the body it will fly to the right. The situation is reversed if it is a backhand shot.

HOW TO PLAY

Using the Controller



✚ BUTTON &	A BUTTON	B BUTTON	✚ BUTTON & (A+B)
⬆ Top Spin	Fast Serve	Slow Serve	⬅➡ Dive, Miracle Spiral
⬇ Slice			⬆ Miracle Return
⬅➡ Side Spin	Ground Stroke	Lob	⬇ Miracle Lob
	Volley, Smash		↖ ↗ Miracle Split

Lobs

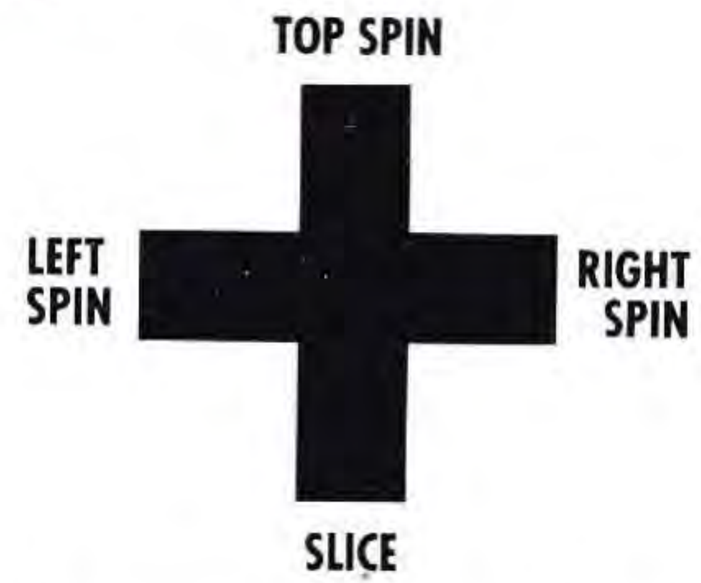
Press B. You can control the strength, direction and spin on your lobs just like the ground strokes.

Net plays

Once you approach the net, you can either make a volley or a smash depending on how high the ball is traveling. Be sure not to push the A button too long or the ball will go out at the base line.

Spinning the Ball

When hitting your shots, you can use the Control Pad to add any type of spin to your serve or return. Press the Control Pad while or shortly after pressing the A or B button.



How spinning the ball affects your shot

Topspin or overspin gives the ball a higher flight over the net with a sharp drop to the surface with a high bounce.

A slice or underspin causes the ball to float, losing forward speed causing a low bounce.

Sidespin causes the ball to curve in the direction of the spin.

HOW TO PLAY

The Miracle Shots

Once you build up enough miracle points, you can make use of them by making the Miracle shots. You can use the Miracle shots during your serve or returns. Press the A and B Buttons together with the Control Pad.

Miracle Return -return the ball without even touching the ball

Miracle Lob -the lob disappears into the sky only to return to your opponents surprise

Miracle Spiral -this shot winds through the air

Miracle Split -this ball appears to split into a myriad of balls

Miracle Speed -a super-fast blinding return

SPECIAL FEATURES

Developing your own character (Single Mode only)
This game allows you to build a character of your own. By choosing either Boy or Girl you can begin to develop a player that you desire. You are initialy given 20 points to allocate among 8 strength categories. Every time you win a game you are alloted 4-12 bonus points which you can use to improve your player's profile.

8 Strength Categories

- **Strength** -increases the speed of the shots
- **Speed** -increases foot speed
- **Agility** -represents acceleration and quickness
- **Stamina** -expendable physical energy for the above three catagories
- **Skil**l -increases hitting angle
- **Ball Spin** -increases spin
- **Focus** -expendable mental energy for the above two categories
- **Miracle** -Miracle power, you need this to make the miracle shots

Password

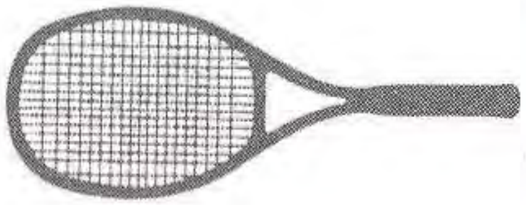
The profile of your player is preserved in a password. During the course of play, you may refer to your password by pressing Select and choosing Password with the Control Pad and then pressing A. You must copy the entire set of symbols, and insert it when prompted during the Continue mode.

Advice

Lendl or Evert is constantly at your side to give you advice. Press Select during play, choose Advice with the Control Pad, and press the A button.

Check your current ASTP ranking and character development at a glance

Press Select during play, choose either Ranking or Status with the Control Pad, and press the A button.



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception,(which can be determined by turning the equipment off and on) the user is encouraged to try to correct the inteference by one or more of the following measures:

-Reorient the receiving antenna
-Relocate the computer with respect to the receiver
-Move the computer away from the receiver
-Plug the computer into a different outlet so the computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commision helpful.

'How to Identify and Resolve Radio-TV Interference Problems', this booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

Printed in Japan